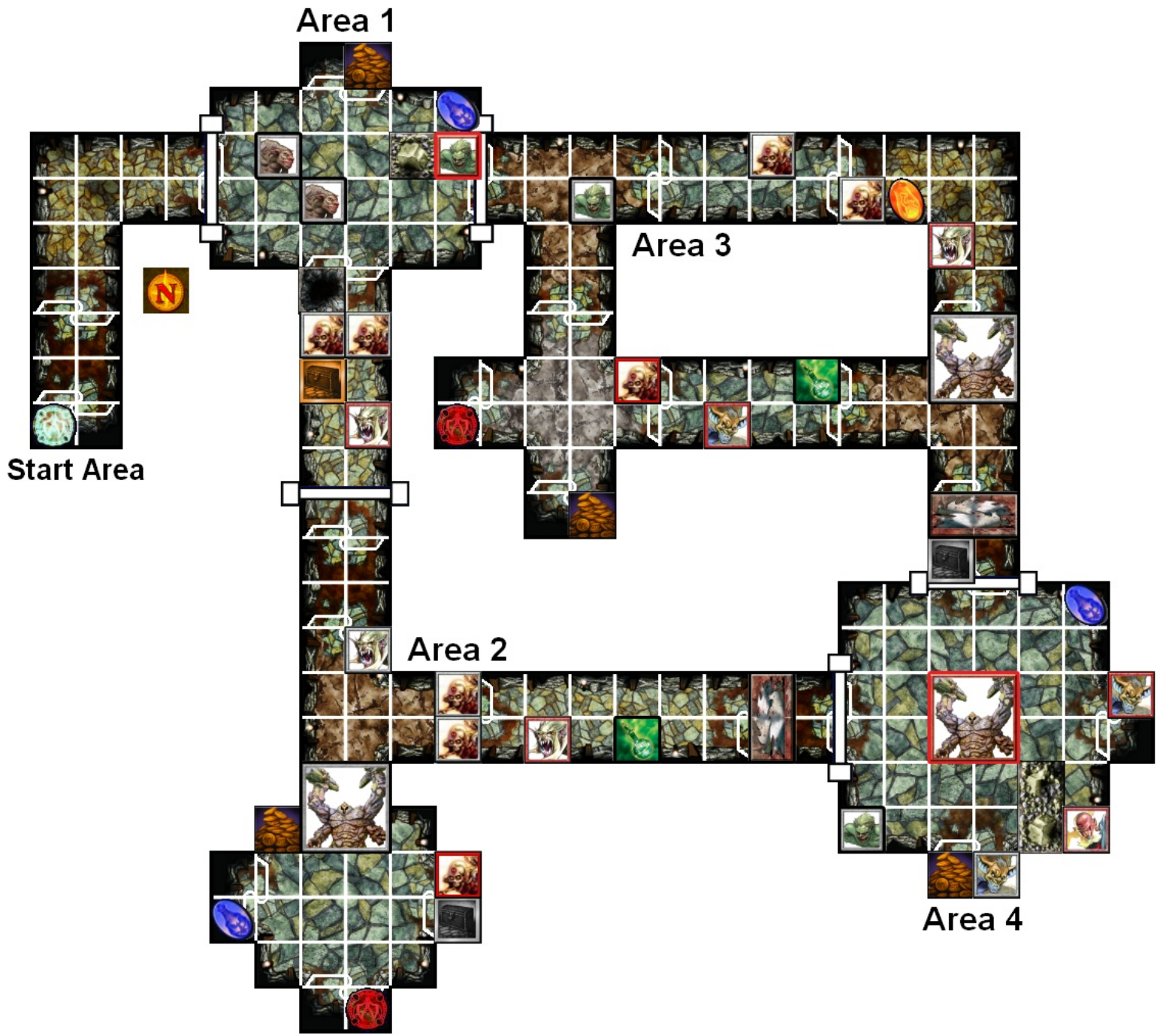

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The Golemmaker

By Allan Hald

Scenario Background

As you joury home from your last quest of glory, you come to a little town, there has been terrorized by a evil necromancer known as 'The Golemmaker'. The mayor of the town has asked you help kill necromancer and have given you a map of his lair.

Mission Goals

Your mission, should you choose to accept it, is to break into the lair of 'The Golemmaker' and destroy him and all the golems in his lair. If you can reactivate some of the old glyphs of transport in the dungeon, all the better. You start with 5 conquest tokens. If you ever run out of conquest tokens, 'The Golemmaker' will have triumphed over you. Good luck.

As long as 'The Golemmaker' is alive a normal Golem will be spawned at the start of the overlords 3rd turn, this follows the normal rules of spawning, but it does not count as playing a spawn card.

Area 1

As you open the door you some of the necromancers older and minor creation reaching out of the dark to drag you into the endless night.

Area 2

Opening the door you see a corridor leading to a room, where a golem is towering over some minions.

Area 3

Opening the door you see corridors filled with monsters ready to end you.

Area 4

You have now entered 'The Golemmaker's' workshop. You a giant golem standing before you ready to attack on command. Kill them my sveet creation the necromancer screams from the back of the room, and the golem start to move.

Important: The golemmaker has the stats of a master sorcerer, plus 2 extra armor and 6 extra wounds.

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